

FUDA EMPIRICAL EVALUATION

Development Experience Questionnaire (Used Templates)

NOTE: This is a fillable PDF file. If you are not using a PDF writer, please make sure to print this file to a PS or PDF file to not lose the information.

Name: S2 Date: Aug. 18, 2008

Concept: JFace – Context Menu JFace – Content Assist
 Eclipse – Navigate Eclipse – Table Viewer

Q.1: Were you able to implement the concept successfully? Yes No

Q.2: How much time did you spend on the concept's implementation? 38 minutes

Q.3: If not successful to implement the concept, what was the main reason in your opinion?

Lack of experience.

Not a useful template.

Not useful sample applications.

Complexity of the concept.

Other. Please specify: _____

Q.4: Did you refer to the example applications' source code to implement the concept?

No. None of them.

Yes. One of them.

Yes. Both of them.

Please specify: Java Editor

Q.4.1: If yes, for what program statements and what kind of information?

I used the template to study what classes and code fragments can be moved from the sample application to my application. Then I picked out the code from the sample application and copied and pasted it into my application. Then I eliminated syntactic errors and also removed code that didn't seem necessary to make my application work. For creating all the classes in my code, I did the copy-and-paste from "Java Editor".

Q.5: Overall, did you find the templates useful? If yes, in what way? If not, why?

I found it useful for picking out the necessary classes and code fragments (object instantiation, method calls and etc.) from a sample application. I didn't study in depth the template, but rather, glanced over the classes and code fragments and then picked out the corresponding code from the sample application because this seemed to be a faster way of getting the job done.

Q.6: Do you think that the format and structure of the templates are OK? If not, what are the main issues?

There are some issues with the "template":

- There lacks a "step-by-step" flavour of a "template". For example, it doesn't indicate where to start and what the "steps" are, although it seems intuitive that some method need to be called on "FUDATextEditor" to link it to some content assist object. There seems to be a natural chain of objects you can follow for implementing this concept: i.e. TextEditor -> SourceViewerConfiguration -> IContentAssistProcessor. The link between TextEditor to SourceViewerConfiguration is missing in the template for some reason.
- The pseudo-code feel of the template is nice, but I think incorporating instance code will be effective because it is often more meaningful (e.g. I knew to replace "fgProposals" data with my own data, i.e. Suggestion1, 2, ...n because of the data originally there) than generic names like "object1". Also, this way, you can save the copy-and-paste by inlining the template in the sample code to begin with!
- Copying-and-pasting from a sample application has the draw-back that it encourages the "just-get-it-working" attitude, without understanding what's going on. For example, I wasn't sure whether text hovers were mandatory or not, so I just left it there. This could be mitigated if the template could actually be annotated with meaningful comments, although this would make the approach highly manual.

Q.7: What kinds of information do you think are missing in the templates?

See above.

Q.8: Overall, in the range of 1-5, how do you rank the provided template in terms of usefulness to implement the concept?

1 = Not Useful

2

3

4

5 = Excellent

Q.9: Do you have any additional comments on this experiment?

I liked this experiment and the other one too because the requirements were very clear-cut.

Additional Space: